GAM0183 Game Programming

Laboratory 8

The aim of this laboratory is to obtain experience of being a player involved in playtesting a game you did not write and of being an observer of a player playtesting a game you wrote. In the table below, record difficulties you observe as an observer of a player playtesting a game you wrote.

Tester ID (number not name):

Difficulty	Description
1	
2	
3	
4	
5	
6	
7	
8	

PRINT YOUR NAME HERE:

Show the laboratory sheet to the teacher at the end of the laboratory.